

FIG. 1

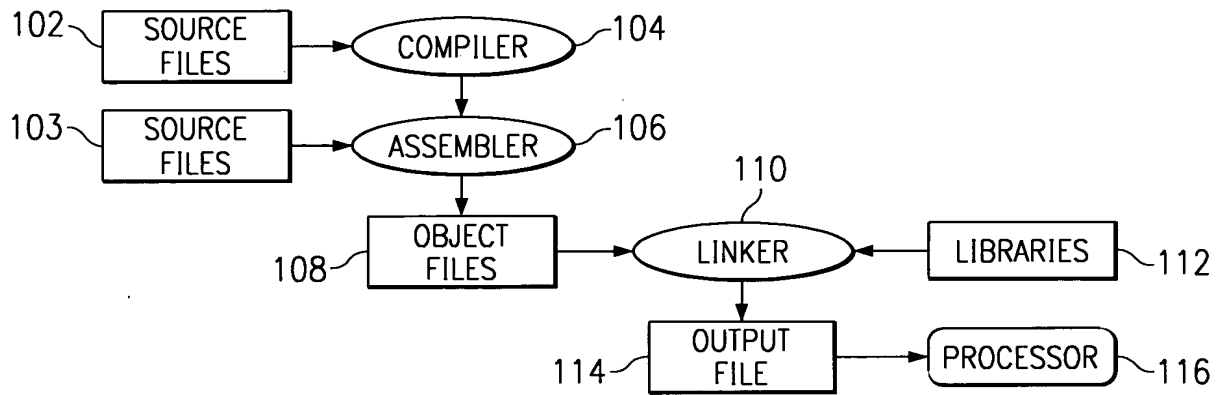
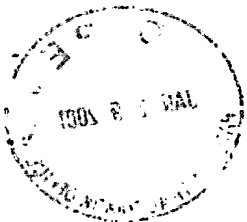
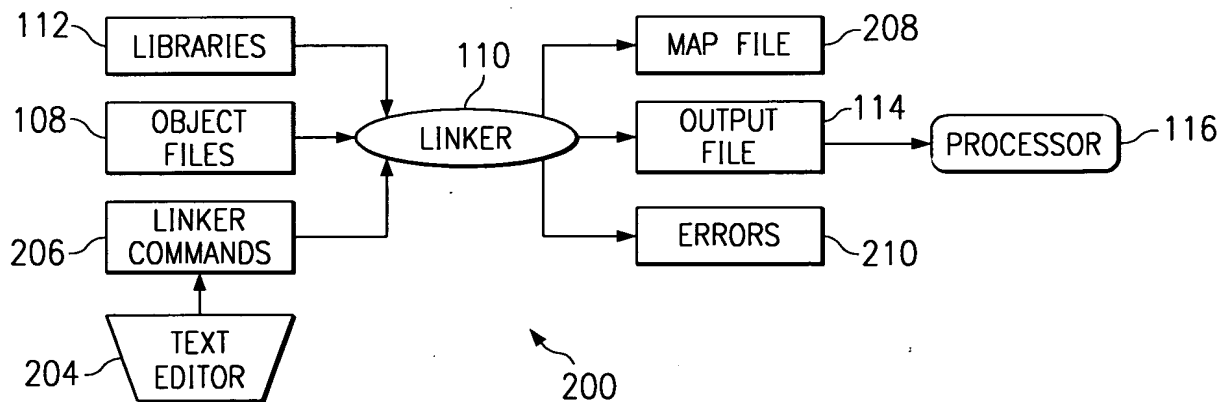


FIG. 2A



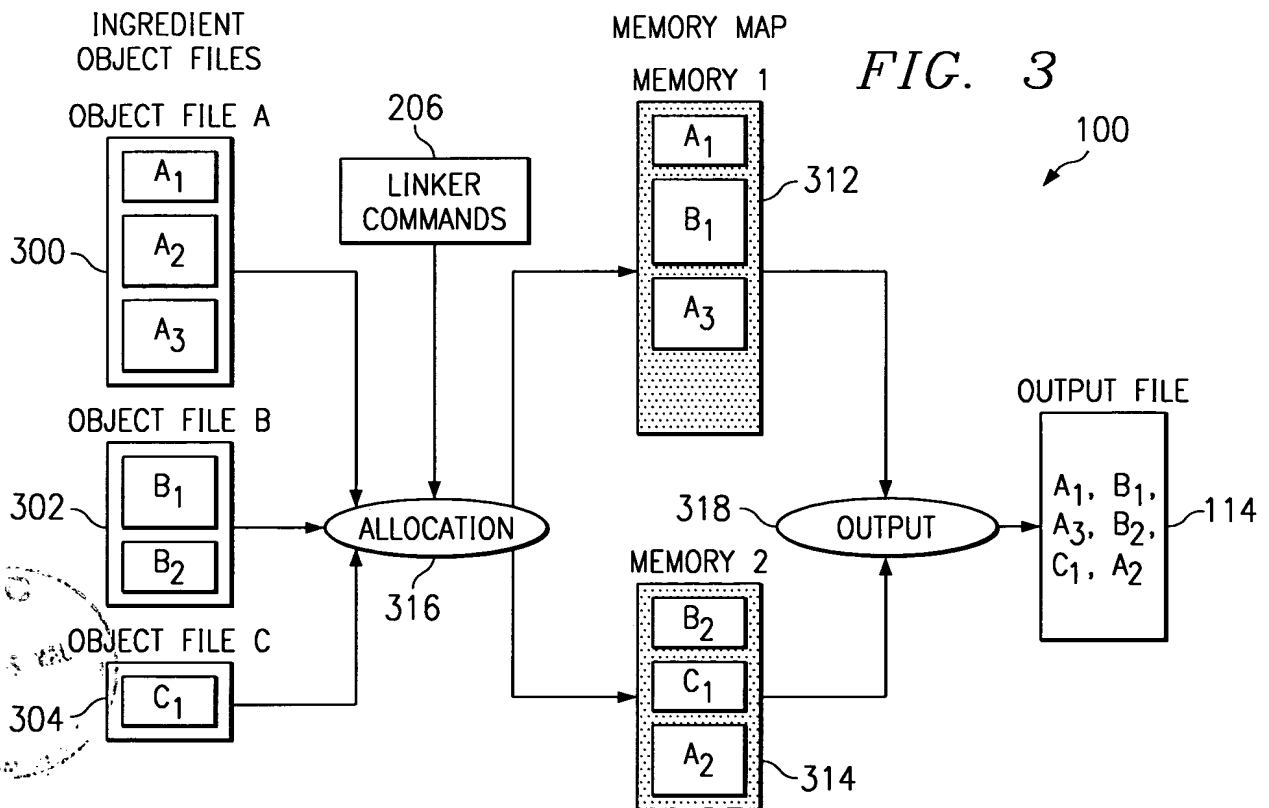
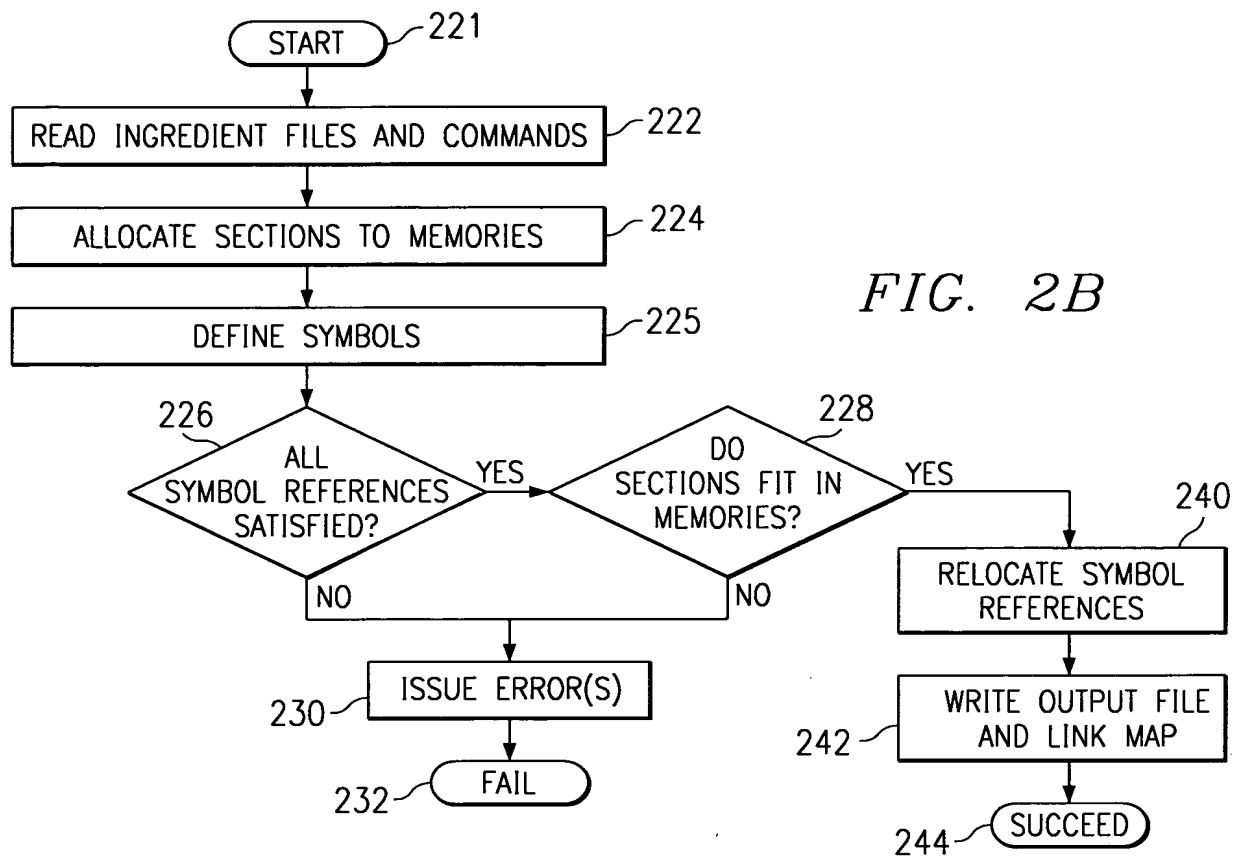


FIG. 4

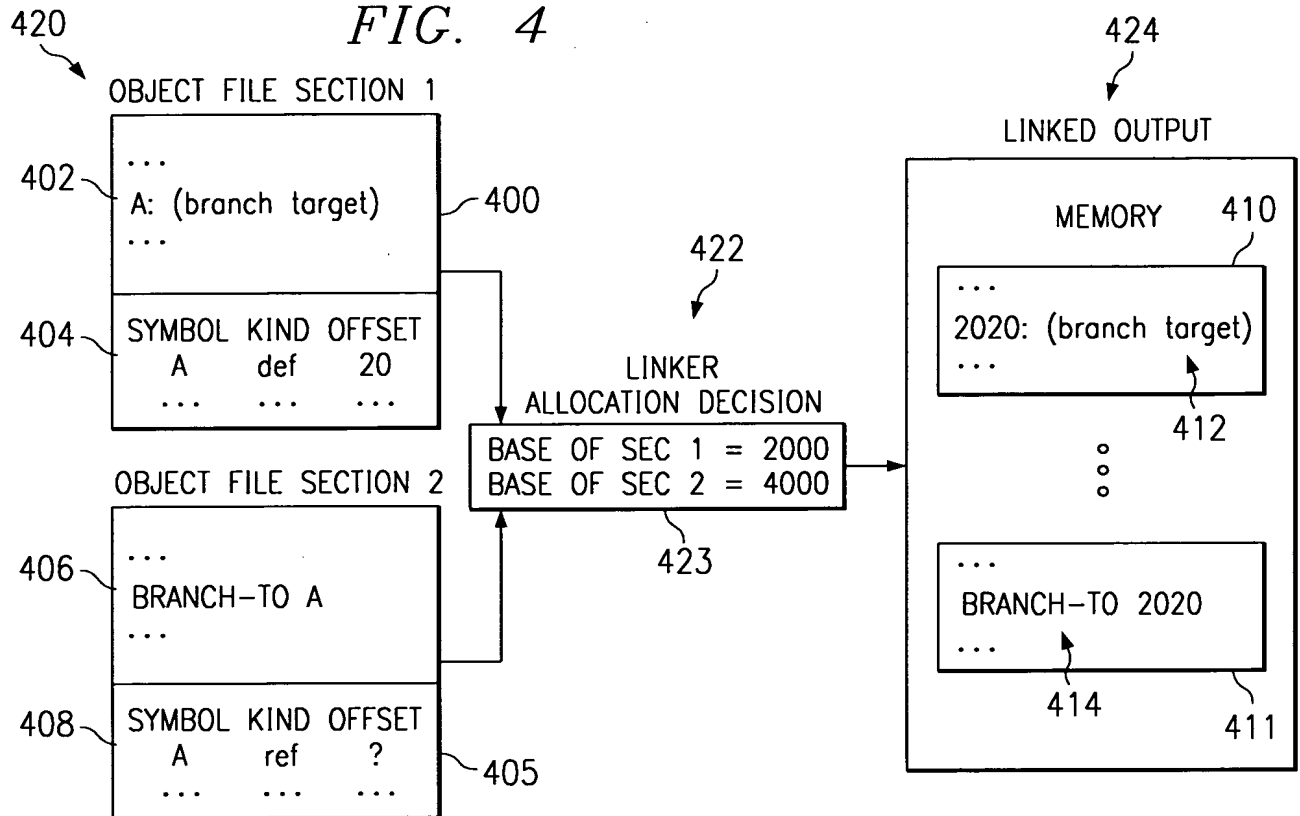


FIG. 5A

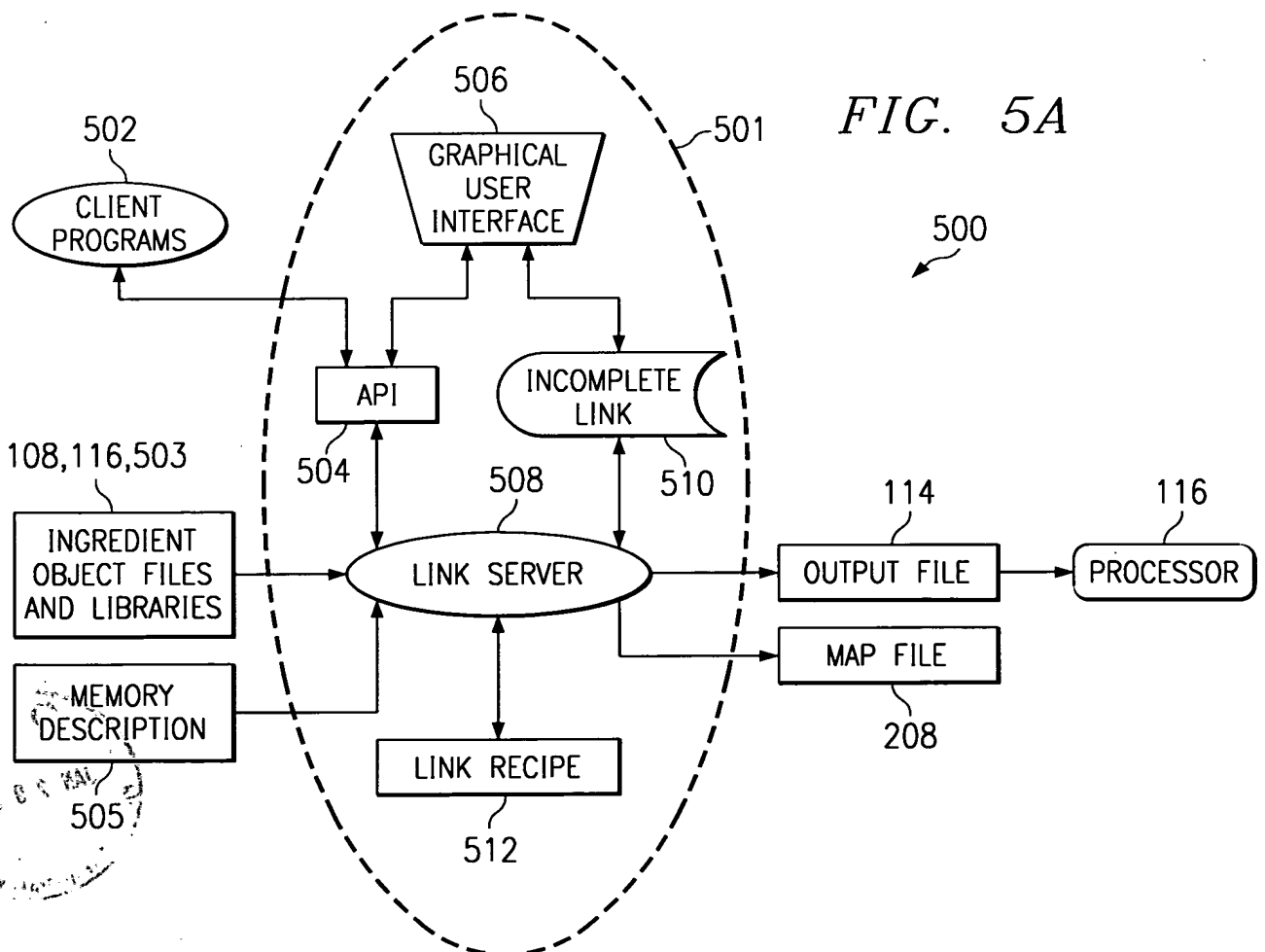


FIG. 5B

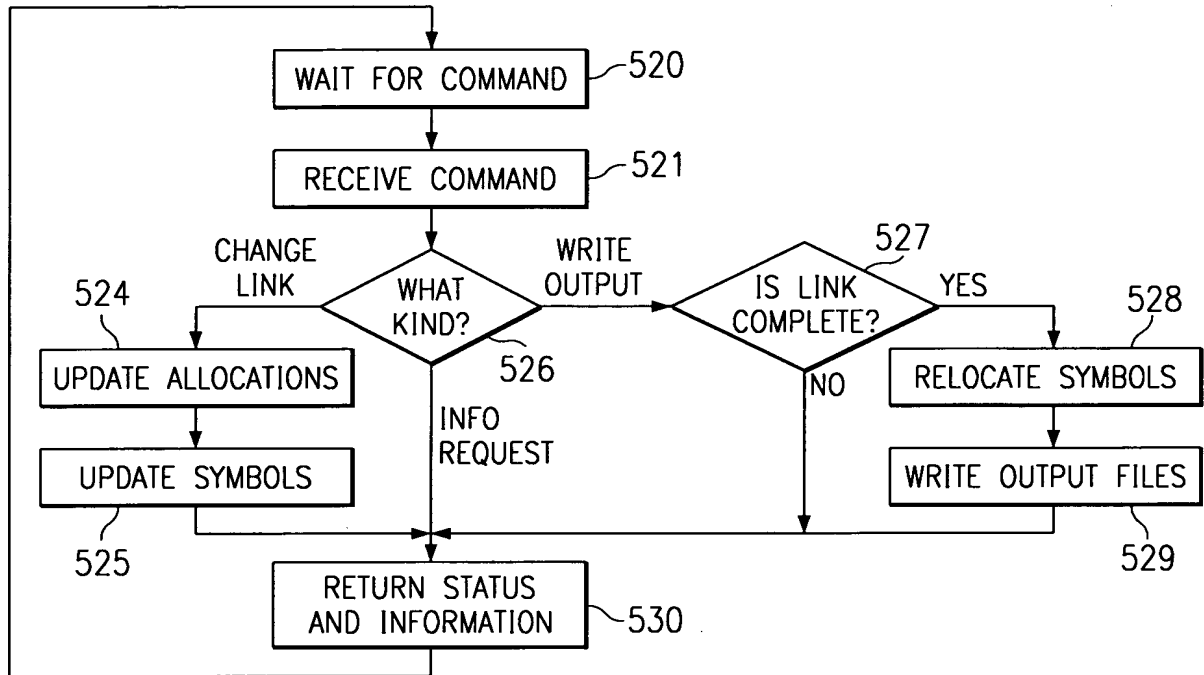


FIG. 6

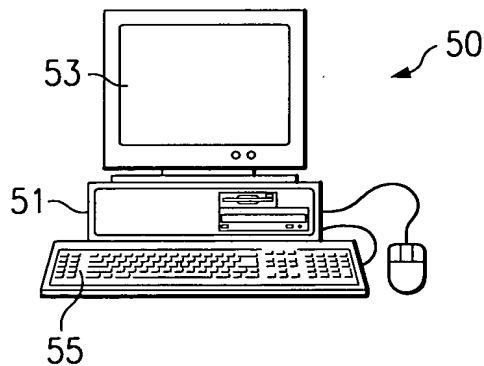
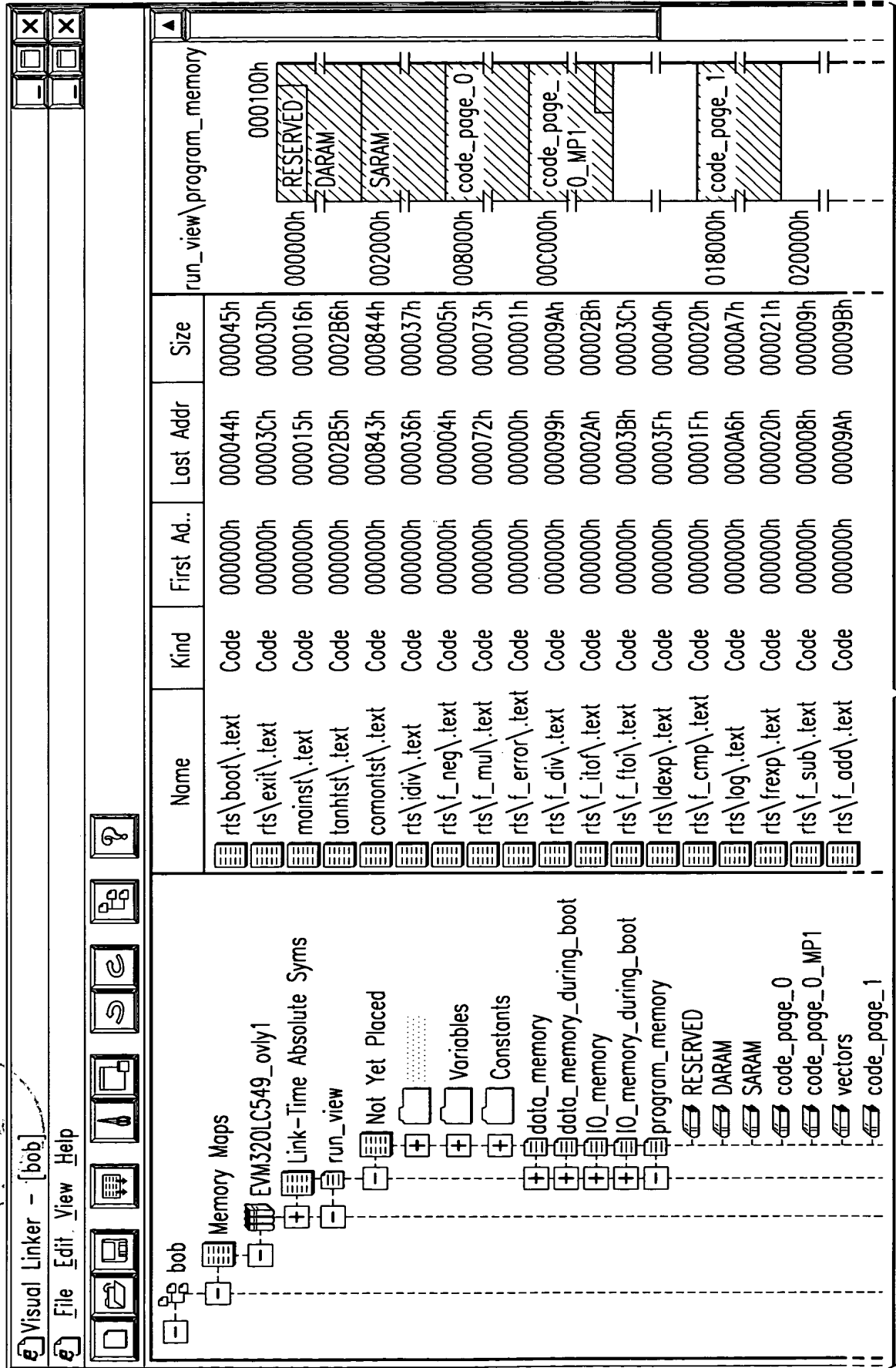


FIG. 7A



TO FIG. 7B

FROM FIG. 7A

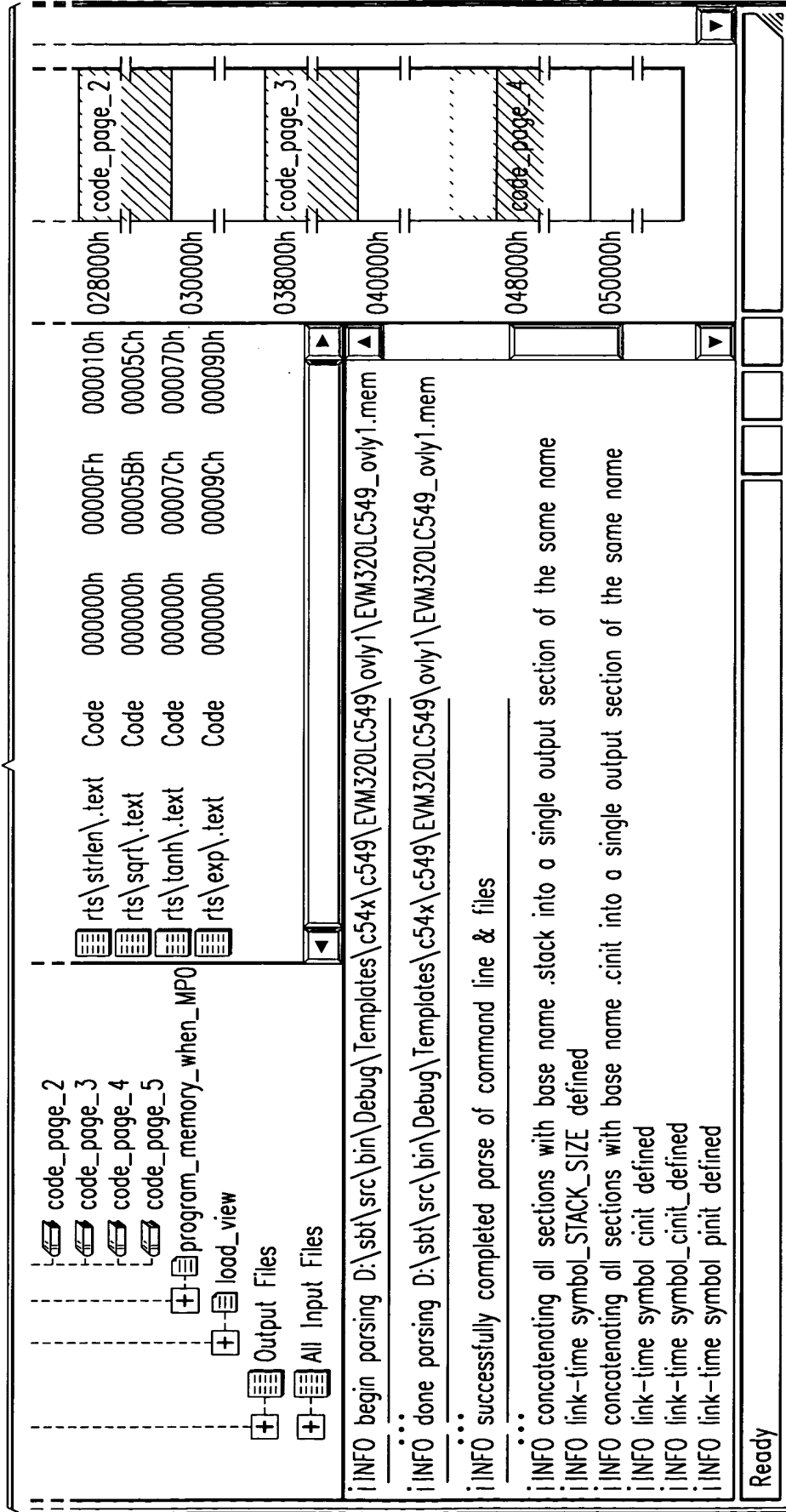


FIG. 7B

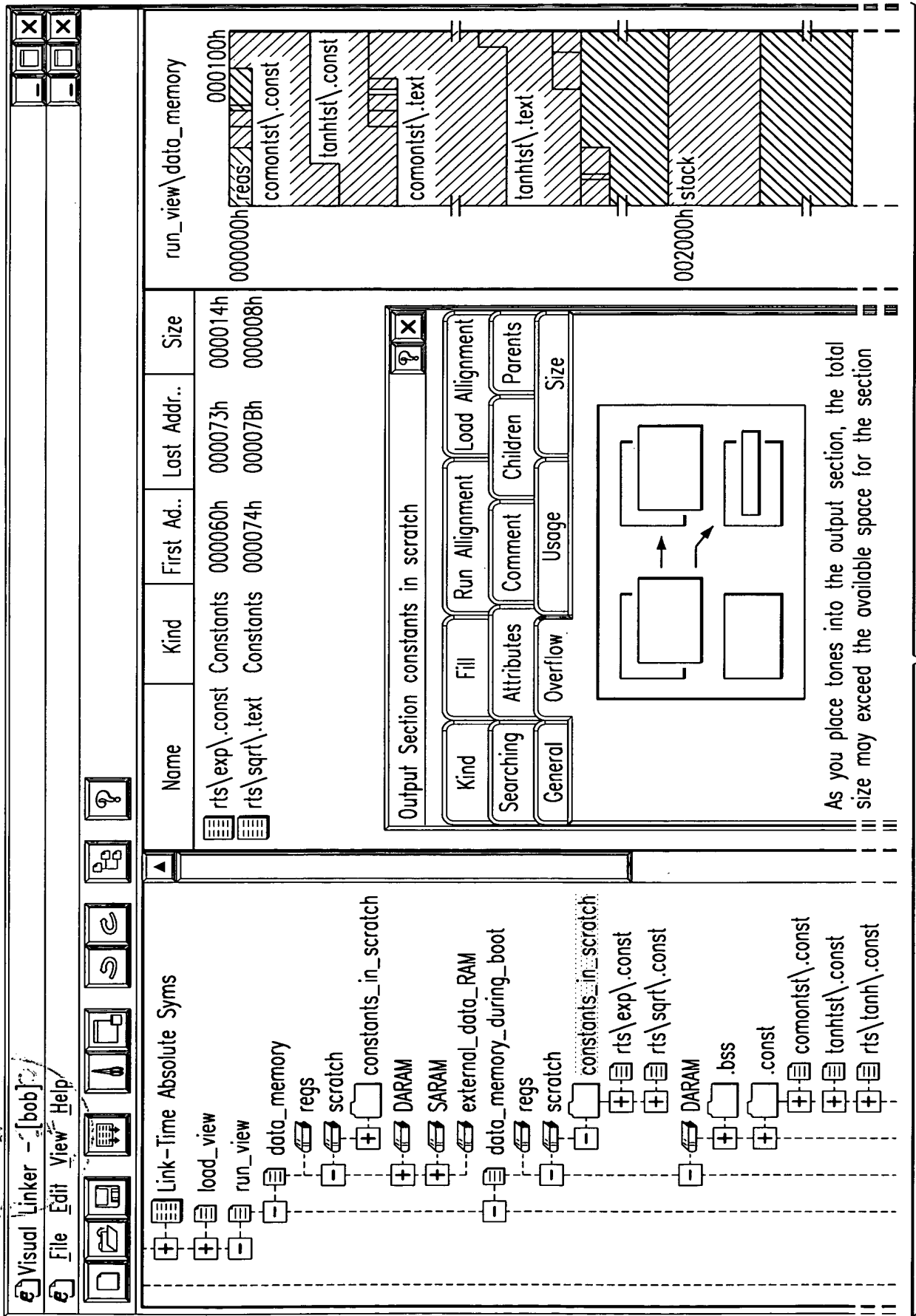
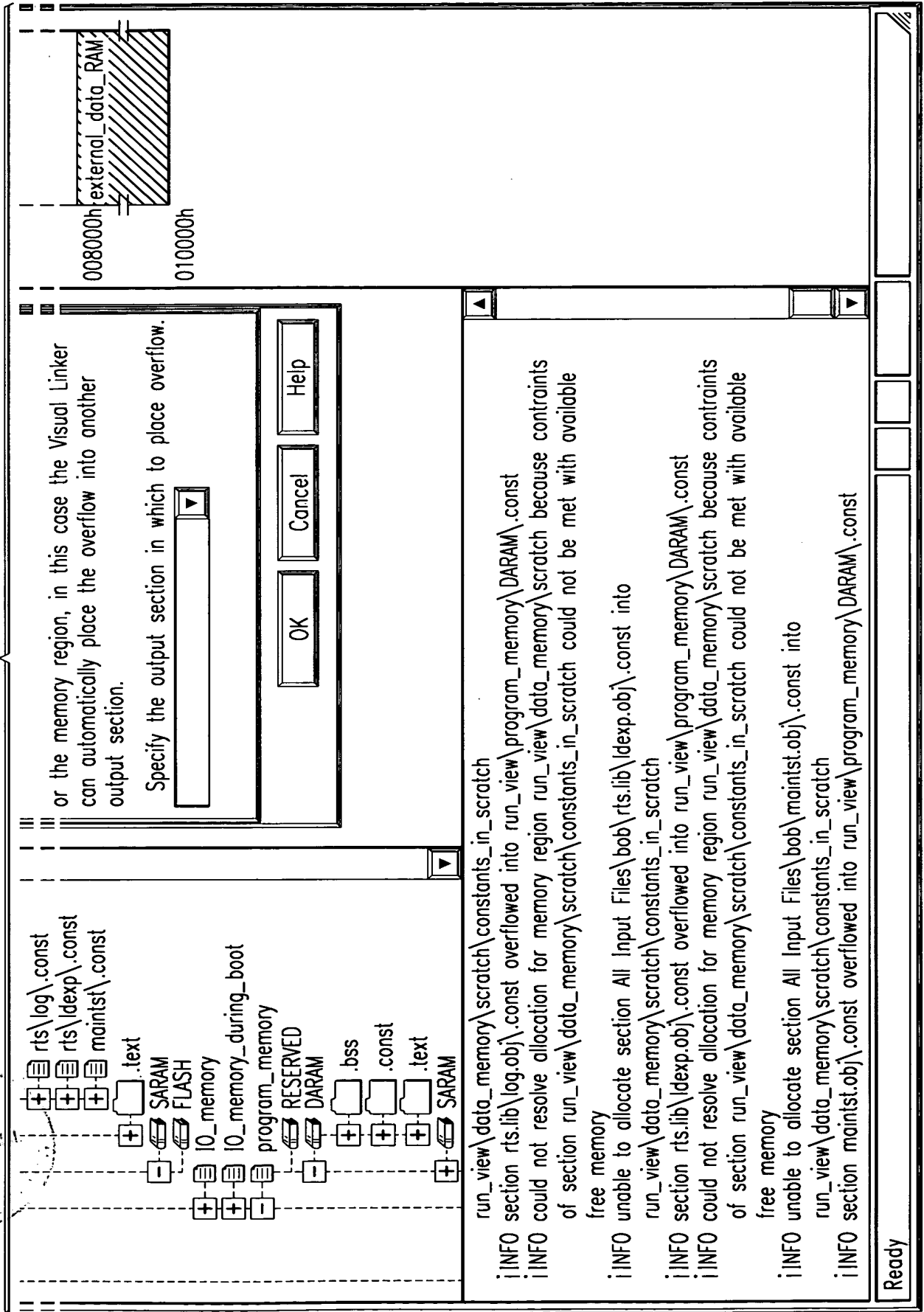


FIG. 8A

TO FIG. 8B

FIG. 8B FROM FIG. 8A





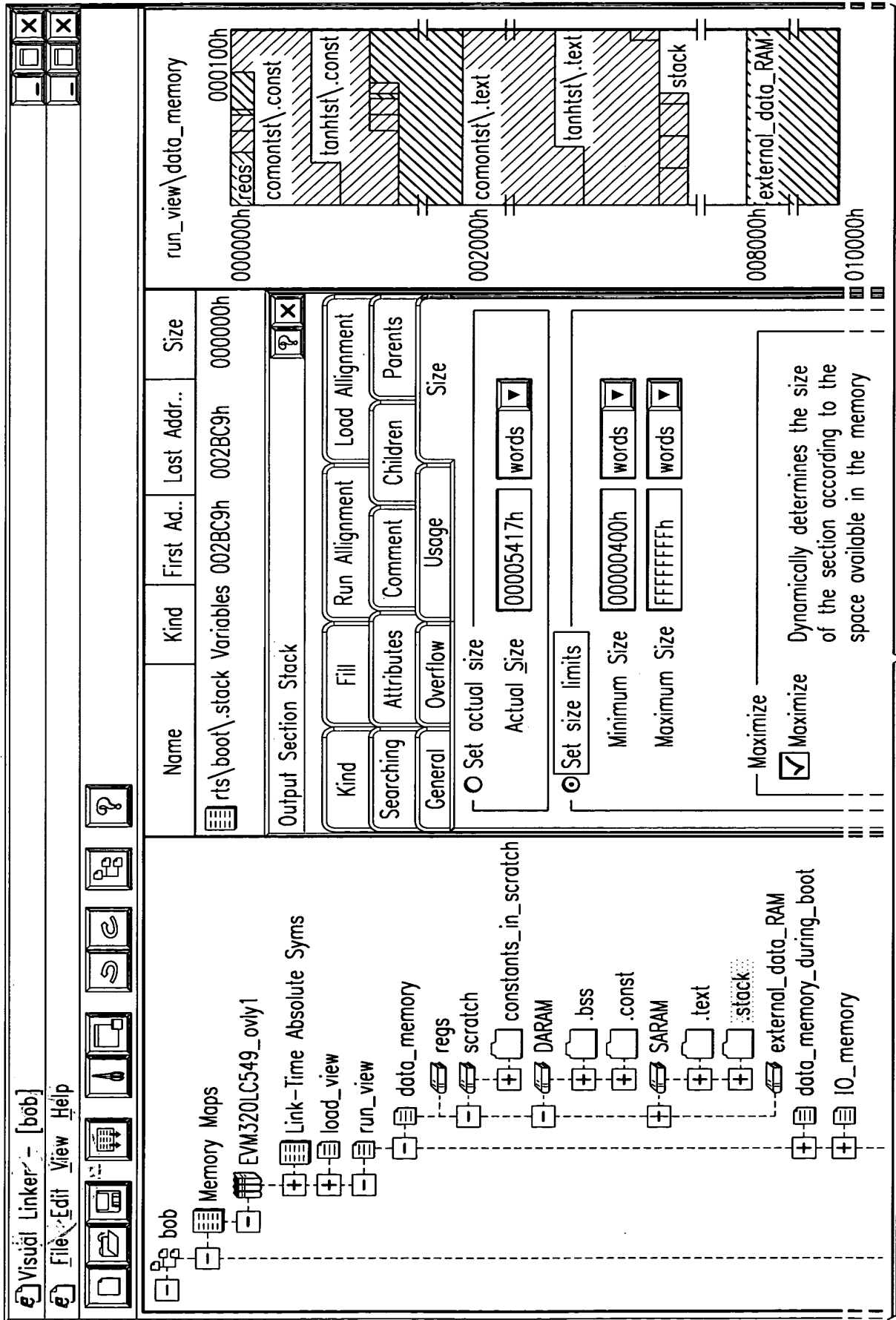
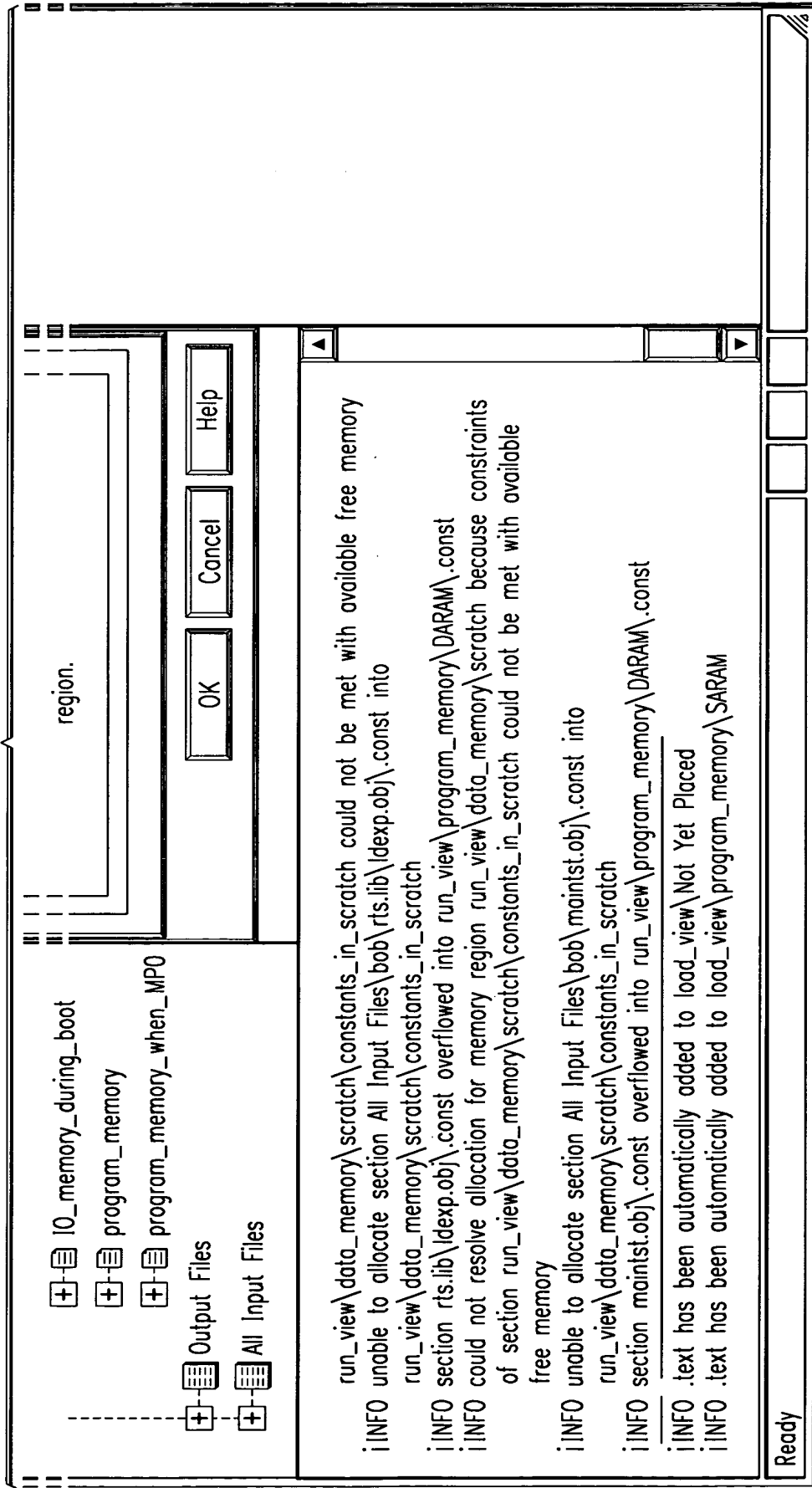


FIG. 9A TO FIG. 9B

FIG. 9B FROM FIG. 9A



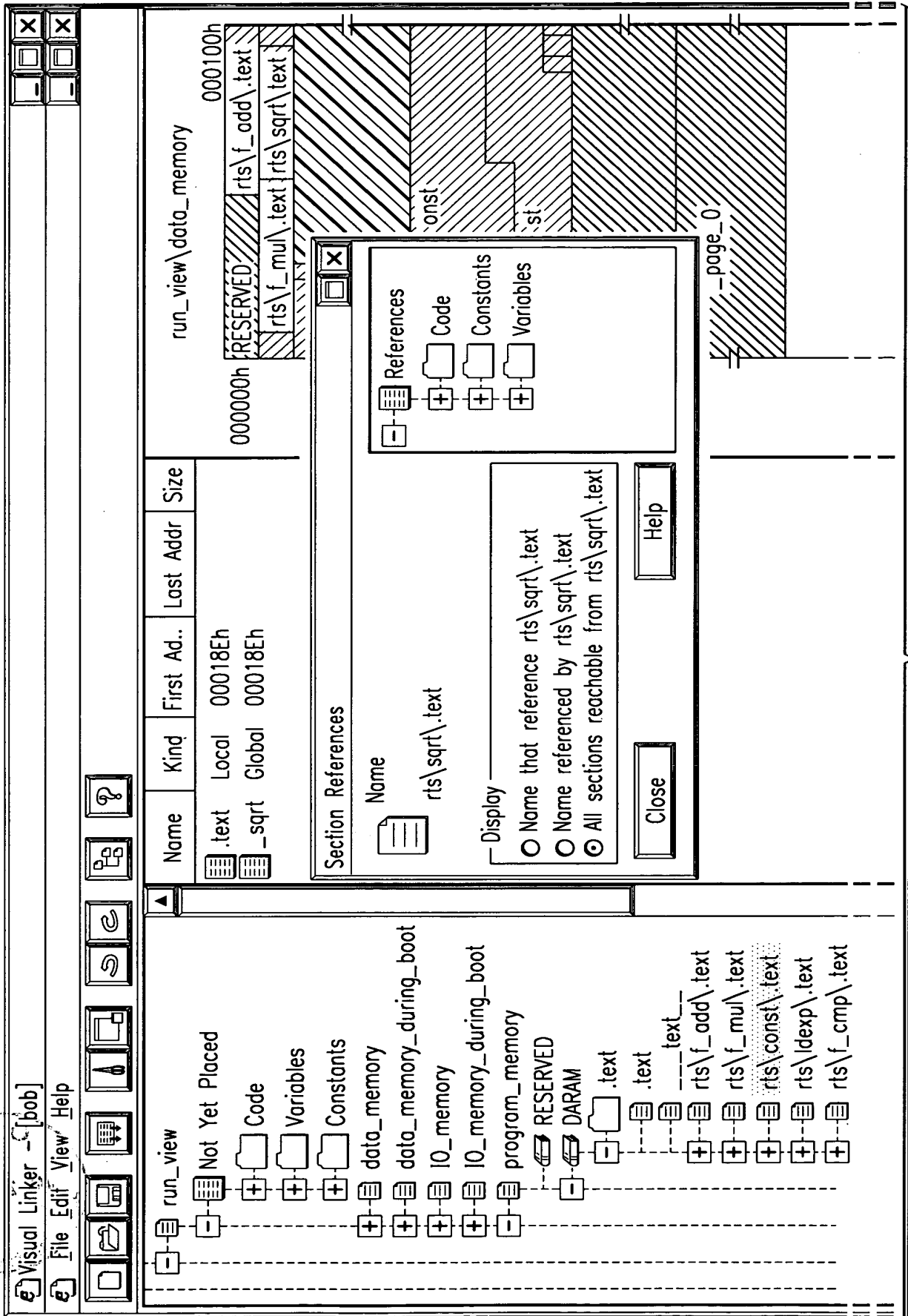


FIG. 10A TO FIG. 10B

The screenshot displays the Intel Quartus II software environment. On the left, the Project Explorer shows a project named "f\_sub" containing files like "f\_sub\text", "f\_error\text", "etext", "SARAM", "code\_page\_0", "code\_page\_0\_MP1", "vectors", "code\_page\_1", "code\_page\_2", "code\_page\_3", "code\_page\_4", "code\_page\_5", "program\_memory\_when\_MPO", "load\_view", and "Output Files".

The main window is the Strategy Editor, which shows a memory map diagram. The diagram includes a shaded area labeled "code\_page\_0\_MP1" and a smaller area labeled "status". Below the diagram, the address range "018000h" is indicated.

The Strategy Editor's right pane contains a list of strategy rules:

- CHANGE entry OF rts.lib\boot.obj\text\\_c\_int00 TO TRUE
- NEW child output file OF Output Files WITH full\_path=.a.out HOLDING map EVM320LC549\_ovly1
- CHANGE out file name OF Output Files/a.out TO ".bob.out"
- CHANGE map file name OF Output Files/bob.out TO ".bob.map"
- NEW child output section OF run\_view\program\_memory\SARAM WITH name=.const data\_kind=constants
- MOVE children of run\_view\Not Yet Placed WITH kind=input section, data\_kind=constants TO run\_view\program\_memory\SARAM.const
- NEW child output section OF run\_view\program\_memory\DARAM WITH name=.text data\_kind=.code
- MOVE objects reachable from rts.lib\sqrt.obj\text WITH kind=any section, data\_kind=code TO run\_view\program\_memory\DARAM\text
- END bob

The bottom status bar indicates the device is "Ready".